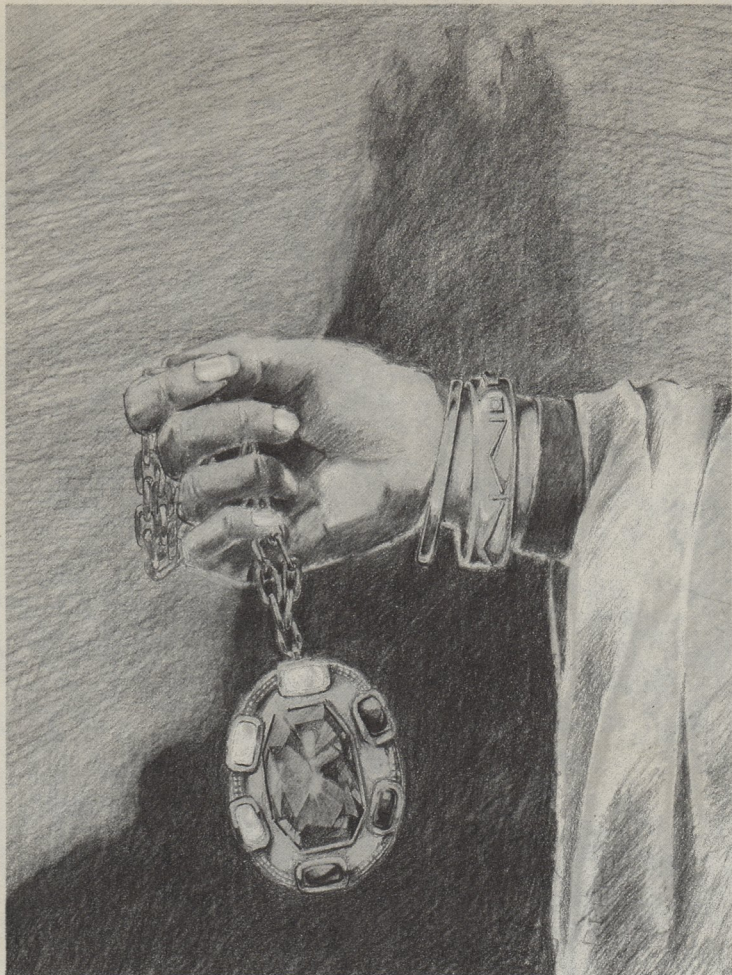




The Amulet

BY

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Numenor
microsystems

TRIMICRO
Value Conscious Software

The Amulet is a game of exploration, adventure and discovery in an imaginary land. It was developed for the happy crowd of kids aged 9 to 99 who own the IBM PC.

LIMITED WARRANTY

The **AMULET** computer game, the software and attached instruction booklet, are sold "AS IS" without warranty as to their performance. The entire risk as to the quality and performance of the computer game is assumed by the user.

However, to the original purchaser only, TriMicro warrants the medium on which the software is recorded to be free of defects in material and manufacture if in normal use for a period of 12 months from date of purchase.

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Toronto, Canada, November, 1983.

Any Questions?

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1 What You Need

To play The Amulet game, the minimum requirements are

- an IBM PC with 64K bytes of memory
- one single sided floppy disk drive
- the IBM Monochrome Display
- the IBM PC Disk Operating System (DOS)
- the Amulet program diskette
- a blank diskette for backup

We suggest that, if you are not familiar with the operation of your IBM PC, you refer to the following manuals

- IBM Personal Computer
Guide to Operations (No. 6025003)
- IBM Personal Computer
Disk Operating System (No. 6024001)

2 Setup

Before you play The AMULET game for the first time, or when you wish to make a BACKUP of The AMULET diskette, follow the setup procedure below.

As part of the setup you will be making a BACKUP copy of the AMULET diskette, and you will make the copy of the AMULET program "self-loading".

To start ...

- get your DOS diskette
- get your AMULET diskette
- get a blank diskette and label it
"The AMULET (BACKUP)"
- insert your DOS diskette in drive A and close the drive door
- press and hold the CTRL and ALT keys and the DEL key at the same time, then release them all; in short "boot" the system
- type in the date, then press ENTER
- type in the time of day, then press ENTER
- after you see A>
- if you have one disk drive
 - type DISKCOPY and press ENTER.
Follow the instructions on your screen.
Remember, the "source" diskette is the original AMULET diskette and the "target" is the diskette labeled "The AMULET (BACKUP)".
- if you have two disk drives
 - place the AMULET (BACKUP) diskette into drive B and type DISKCOPY A: B: and press ENTER.

When DISKCOPY is finished ...

- you should see the DOS prompt A>. Now type
SYS B: press ENTER and follow the prompts.
- next, with DOS in drive A, type
COPY COMMAND.COM B: and press ENTER. Again
just follow the prompts on your screen. When
the COPY operation is finished you are ready
to start The AMULET.

You have two ways to start The AMULET:

- if you have DOS ready (you see the A>), just
insert your BACKUP copy in drive A, key AM and
press ENTER.
- if your PC is off, then insert your BACKUP
copy of the AMULET into drive A and just
"boot" the system.

Don't forget to put your original AMULET diskette in a
safe place.

Enjoy.

3 The Legend . . .

Long ago, in the North-East reaches of the world, was the land of OSBEORHT. A land that was ruled by Princess GWENDOLEN and her brother, Prince BEORHT. The land and its people were fair and prosperous, but those days, the Third Age of OSBEORHT, are now long past.

Today desolation, fog, and CEDRIC hordes cover the country under the rule of the demon wizard EOGHAN. Foul creatures and monsters of all shapes and sizes roam the woods and swamps. Meanwhile, the evil necromancers of the White Order work in SCYLFDUN castle so that the doom they have devised will work to its appointed end. BEORHT, long past from the mortal plane, found his demise by the magick medicine of EOGHAN. With BEORHT's death GWENDOLEN's last hope was gone. Then EIDOEL, the young wizard, came to her help.

EIDOEL bestowed great magicks on GWENDOLEN's HELM, and he gave her an AMULET with six stones that had great powers. Armed with amulet and helm, GWENDOLEN challenged EOGHAN in his lair. But, alas, EOGHAN and his lizard god RHYANGIOTH proved to be too formidable ... It was much later that EIDOEL learned that GWENDOLEN had been poisoned by EOGHAN's magick. It is rumoured that before the princess passed from the mortal plane she had made her last and greatest magicks. She hid the amulet in one of the Temples of RHYANGIOTH, and the stones in SCYLFDUN Castle. Of the helm there was no news.

Truly evil days had fallen upon OSBEORHT. Grief and silence had come upon all its people when GWENDOLEN was lost. Long had they sought for her helm and the amulet, but in vain. It is told that in that time EIDOEL strayed from the land and was seen no more. And many years have passed ...

There are now whispered rumours in the dark of the ale-houses that an old wizard who was seen in OSBEORHT is none other but EIDOEL. It is also said that he is looking for help in finding the amulet and helm. When these are found, then will be the banishment of EOGHAN, the brotherhood of SCYLFDUN, and their evil master RHYANGIOTH. You may have heard tales of the dangerous creatures who dwell in the swamps, lakes and woods of OSBEORHT. These are not faerie tales my friend.

Will you search for the amulet? The dangers you will face are all too real. But EIDOEL's magick will be with you and it will let you choose in what guise you will travel. There is no promise of great riches, though treasures there be in OSBEORHT. Find the amulet and you gain great magick powers. But, alas, much experience will you need before the helm of GWENDOLEN can reveal itself to you. If you succeed, OSBEORHT will be restored to its former splendor because you dared to search for the AMULET.

4 Game Instructions

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OVERVIEW ...

If you have not read the Legend yet, do so now.

AMULET is an adventure game for kids aged 9 to 99, smokers, and non-smokers. The objective of the game is to find the Amulet, the six Amulet Stones, and the Helm of Gwendolen, and thus achieve the maximum rating of 28.

As you search for the Amulet you will travel through the land of Osbeorht. You will wander on the road, in the woods, and in great swamps. On the way you will encounter many monsters with varying strength. As you fight for your life you will use your sword and you will learn to use a variety of spells. Your chosen character will be exposed to both evil and good magic. How far you get on your quest depends on both your luck and your wisdom.

GETTING STARTED ...

Once the Amulet program is loaded and you have reached the primary option display; i.e.

A	The Legend
B	Instructions
C	Play
ESC	EXIT

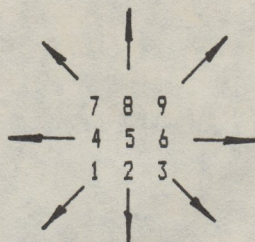
you are about ready for adventure. After you have read The Legend and the Instructions, all you do is select option C to start the game.

When you start to play, the first screen presented is The Amulet Log. This consists of statistics for the last nine games saved. You will be given a choice of continuing an earlier adventure by inputting a number 1 to 9, or of starting a new game. When you play Amulet for the first time, there is no game saved, so you should choose the new game option.

As you start a new game, you will be asked to choose a name (up to 14 letters) and a character type. The character types are WIZARD, THINKER, BARBARIAN, WARRIOR, or DRUID. If you fail to choose from the list given, the character type defaults to PEASANT. There are advantages and disadvantages to all character types. It is part of the game to discover what these are. The adventure begins with the primary scenario, the map of OSBEORHT. Each time you start a new game you are presented with a unique road map. You should not worry about exhausting all the variations in your lifetime. The map consists of a border, a road that connects the safe castles in the East and West, and the secondary scenarios. These are the Castle of Scylfdun, , Woods, , and Swamps, . Your character, symbolized by , always starts at the West end of the road.

MOVEMENT ...

The numeric keypad is used to move your character ($\hat{0}$).
The direction of movement is relative to the number 5.



1 is SW, 2 is S, 3 is SE, 4 is W, 6 is E,
7 is NW, 8 is N, 9 is NE

To enter a secondary scenario, such as the woods or swamp, you must land on the corresponding scenario symbol. You can exit from the woods and swamp through their borders. Scylfdun Castle's exit is on the main floor.

SECONDARY SCENARIOS ... WOODS

The trees are symbolized by $\uparrow$. This scenario also has a lake with an island. The Lair of Eoghan is on the island. To get to the lair, you must swim to the island. You can enter the lair from land only. To leave the woods you must land on the border which surrounds the woods. Trees are scattered randomly and you must move around them.

SWAMPS

Tufts of the swamp are symbolized by ". The swamp has a lake, an island, and on the island the Temple of Rhyangioth. You can leave the swamp through its borders. Tufts in the swamp are scattered randomly and you may walk over them.

SECONDARY SCENARIOS ... SCYLFDUN CASTLE

In this scenario you are presented with the floor plan of the castle. There are seven floors in the castle. On the first floor the main door is in the NW corner and it is represented by the symbol . The stairs are symbolized by . On the first floor there is only one set of stairs. From the second floor to the seventh floor the stairs are in the NE and SW corners of the floor plan. Once you have entered a level, you have to cross the floor to the opposite corner if you wish to leave that floor. On some floors there will be special gems scattered and they are represented by * .

The Lair and the Temple have a floor plan that is much like the main floor of Scylfdun Castle except the Lair and Temple have no stairs.

A random number determines the minimum number of turns you must take before you can leave a scenario.

THE LOG ...

During games the following information is displayed and updated as necessary:

- adventurer's name and type
- accumulated treasure
- experience points
- combat strength
- psychic power
- stamina

If engaged in combat the following is also shown:

- monster type
- monster's current combat strength
- monster's current psychic powers

Under the log there are usually one or two lines of messages and prompts. These are selfexplanatory.

The log for a saved adventure contains all the data displayed during the game, and in addition it shows

- the player's current rating
- finds: A(S)H

where

- A stands for the Amulet
- S stands for the number of Amulet Stones
- H stands for the Helm

For example, N(0)N means that there were no special finds. Y(1)N means that the Amulet and one Amulet Stone was found (there are six stones).

If applicable, the cause of the adventurer's death is also recorded in the log.

COMBAT ...

Time and time again you will be attacked by monsters. There are 19 monster types. With experience you will discover that some monsters are choosy as to where they hang out. All the monsters are characterized by two numbers which express their physical and magical strength. In combat you will be prompted to strike the monster. You may aim for the head (strike H), the body (strike B), or a limb (strike L). You may choose to cast a spell (strike S). Spell 1 is available to all, even to a novice. However, to use spell 2 you will need at least 1000 experience points, and for spell 3 you will need 5000 experience points.

HOW TO QUIT ...

You have three options:

- (1) Move to either the E or W Safe Castle. When you are there, you will be asked whether you wish to save the current game. The safest and quickest way to get to the castles is on the road.

(2) Strike the ESC key. This will return you to the Amulet Log. With this option you cannot save your game.

(3) This option is available to you when somehow you manage to get yourself killed. In this case you will be exposed to a brief yet profound philosophical observation on life. Then, without any further fuss, your record is saved in the Log. At this stage you may exit.

To power off, or to use CTRL BREAK are such crude ways to exit that they are not listed as options.

HINTS ...

If you decide to strike a key before you are prompted, your input (choice of direction or combat action) gets STACKED. This is fine if you enjoy the added excitement that is created by getting ahead of yourself. However, a note of caution is in order; you can get yourself into serious difficulties with monsters when you stack your input. You may wish to experiment with this option anyway.

Don't waste your SWORD on monsters that have no physical strength. Conversely, don't waste SPELLS on monsters that have no psyche to attack.

Your EXPERIENCE score is based on the treasure you have managed to hoard, and on the number and type of monsters you have put out of commission.

Your RATING is a function of your experience score, your accumulated treasure, and the number of turns you have had.

Don't waste your time on the SAFE ROAD and don't avoid conflict at all cost. But, if given the chance, choose your fights with care.

In combat don't DELAY your response too long; the monsters in this game are not of the polite sort, they will go to work on you ...

The LAKES are cold and full of meanies. Don't go for long dips because you may catch pneumonia and that has a detrimental effect on your stamina.

Rooms, lairs, temples get re-stacked with goodies after your visits. So, don't hesitate to browse when you return to any of these places.

The log file is called AMULET90.LOG. To save more than 9 games, RENAME the log. We recommend that you use names such as AMULET91.LOG, AMULET92.LOG etc. Then, use the DOS rename command as follows:

```
RENAME AMULET99.LOG AMULET90.LOG
```

This will give you a fresh log to play with.

Press the ENTER key whenever you see the enter key symbol displayed in the lower right corner of the screen.

Just before you make a move or engage in combat, the F1 key is activated as a toggle switch for turning the sound ON or OFF.

According to the legends you must have the Amulet before the Amulet Stones become visible to you. Moreover, you will not be able to find the Helm until you have the Amulet and its six stones. Rumour has it that the Temple of Rhyangioth is where the Amulet was hidden, the Amulet Stones are in Scylfdun Castle, and the Helm is in the Lair of Eoghan.

GOOD LUCK !